

Amendments to the Claims

This listing of claims will replace all prior versions and listings of claims in the application.

Listing of Claims

1. (Currently Amended) A display system, comprising:

a display;

a processor;

an application program interface coupled to the display, wherein the interface comprises:

a ~~uimanager~~ UIManager containing code which, when executed by the processor, generates either a default image or an image that is user-defined;

a first pointer, which points to the code for generating the default image with a ~~first an~~ operating system independent look and feel ~~setting during a first time in which a~~ first application program is executed by the application program interface; and

a second pointer, which points to the code for generating the user-defined image with a ~~second an operating system dependent~~ look and feel setting during a second time in which the application program is executed by the application program interface; and

a peer component coupled to the UIManager and configured to (i) enable a selection capability of the UIManager, wherein said enablement causes the UIManager to select either the first pointer or the second pointer, or (ii) disable the selection capability of the UIManager, wherein said disablement causes the UIManager to select the first pointer.

2. (Currently Amended) The display system as recited in claim 1, wherein if the selection capability of the UIManager is enabled and the first pointer is selected, the default image is generated during the first time in which the application program interface is for displaying an object initially created by a first application program to be independent of code within an operating system software.

3. (Currently Amended) The display system as recited in claim 12, wherein if the selection capability of the UIManager is enabled and the second pointer is selected, the user-defined image is generated during the second time in which the application program interface is for displaying an object initially created by the first application program to be dependent on code within an operating system software.

4. (Currently Amended) The display system as recited in claim 322, further comprising:

a second application program;

a software component defined by the application program interface for execution by the first application program and the second application program, wherein the software component is invoked during runtime of the operating system to display an object created by the first application program, such that the appearance and operation of the displayed object is specific to the first application program and different from that of another instance of the object created by the second application program.

5. (Previously Presented) The display system as recited in claim 4, wherein the first application program is running under an operating system and the appearance and operation of the displayed object is substantially independent of the operating system.

6. (Previously Presented) The display system as recited in claim 4, wherein the object is part of a graphical user interface associated with the first application program.

7. (Currently Amended) The display system as recited in claim 14, wherein the first application program is written in the Java programming language.

8. (Previously Presented) The display system as recited in claim 4, wherein the software component contains an instruction sequence to implement the specific appearance and operation of the displayed object, and wherein said instruction sequence is executed only in response to the first application program.

9. (Original) The display system as recited in claim 4, wherein the operating system comprises a computer operating system such as Windows, Unix or OS/2.

10. - 19. (Canceled)

20. (Currently Amended) A computer-readable storage device, comprising:

a windows-based operating system;

an application program running under the operating system and comprising a mixture of Swing and AWT-based controls for generating graphical representations of objects;

a system of software components invoked during runtime and adapted for:

displaying a graphical representation of objects—a first object, which is created by the application program with a first characteristic appearance and behavior, if the graphical representation of the first object is generated by a Swing-based control;
and

displaying a graphical representation of objects—a second object, which is created by a second—the application program with a second characteristic appearance and behavior, distinct from the first, if the graphical representation of the second object is generated by an AWT-based control.

21. (Currently Amended) The computer readable medium as recited in claim 20, wherein the first characteristic appearance and behavior is substantially similar to that of the OS/2 operating system.

22. (New) The display system as recited in claim 3, wherein if the selection capability of the UIManager is disabled, the default image is generated for displaying an object, regardless of whether the object was initially created by the first application program to be independent from, or dependent on, code within the operating system software.